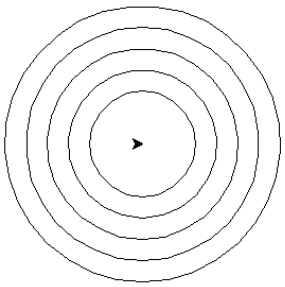
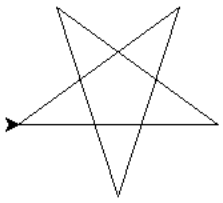
```
#dessiner un garçon
from turtle import*
color('blue')
pensize(6)
speed(1)
circle(40)   #dessiner la tête
rt(90)       #dessiner le corps
fd(40)
rt(45)
fd(50)
up()
backward(50)
lt(90)
down()
fd(50)
up()
backward(50)
down()
rt(45)
fd(80)
rt(45)
fd(50)
up()
backward(50)
lt(90)
down()
fd(50)
up()
```

```
goto(-10,20)   #dessiner la bouche
setheading(0)
down()
fd(20)
up()
goto(-15,50)  #dessiner les yeux
down()
dot(10)
up()
goto(15,50)
down()
dot(10)
ht()
```

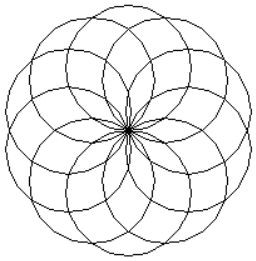
```
from  turtle import*
rayon, ecart = 50, 20
for  i  in  range(5) :
        up()
        goto(0, -rayon)
        down()
        circle(rayon)
        rayon = rayon+ecart
        #Augmente la valeur de rayon
up()
home()
```



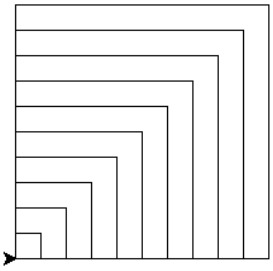
```
from turtle import *
n = int(input("donner le nombre de branches impair"))
for  i  in  range(n) :
   forward(100)
   left(180-180/n)
```



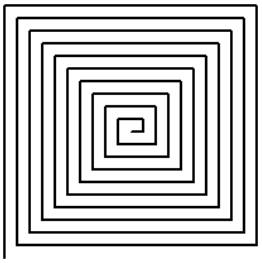
```
from turtle import *
n = int(input("Nombre de cercles :"))
for  i  in  range(n) :
      circle(50)
      left(360/n)

hideturtle()
```



```
# carres imbriques
from turtle import *
longCote = 20
for numCarre in range(10) :
          for numCote in range(4) :
                    forward(longCote)
                   left(90)
          longCote = longCote + 20
```



```
from turtle import *
n = int(input("Nombre d'enroulements :"))
for  i  in  range (1,4*n+1) :
     forward(5*i)
     left(90)
ht()
```



```
from turtle import *

bgcolor("red")  #Couleur du fond en rouge

#Dessiner le 1er cercle blanc
goto(0,-130)
color("white")
begin_fill()
circle(150)
end_fill()

#Dessiner un cercle rouge à l'intérieur du cercle blanc
goto(0,-80)
color("red")
begin_fill()
circle(100)
end_fill()

#Dessiner un cercle blanc à l'intérieur du cercle rouge
goto(35,-65)
color("white")
begin_fill()
circle(85)
end_fill()
```

```
#Dessiner une étoile rouge de 5 pointes
goto(-20,0)
color("red")
begin_fill()
for i in range(5):
   forward(100)
   left(144)
end_fill()

hideturtle()
```